

PROGRAMS

60202 DATA 0.15,240,0.63,0.0,60,1378
 60203 DATA 0.0,240,42,160,240,42,128,1852
 60204 DATA 40,42,0,240,0.0,240,0,1762
 60205 DATA 0,240,0.0,240,21,0,240,1741
 60206 DATA 21,64,240,21,80,252,21,84,1779
 60207 DATA 64,0,0,63,0,0,15,240,1378
 60208 DATA 0,0,252,0,0,12,0,1267,-1

APR 84



Moon Lander

by A Alley

This program is an arcade-type game for the VZ-200, and is fashioned after the video game of the same name. The aim is to land as many times as possible on the red landing pads provided without running out of fuel or crashing into the rocky landscape. The keys Y, G, and H are used to control the various motions of the ship.

The main outline of the program is as follows:

Line numbers 90 to 140 clear the preceding screen.

Line numbers 220 to 445 draw the

landscape and landing pad.

Line numbers 500 to 620 handle actual game play.

Line numbers 1000 to 1260 detect landings and crashes and take the appropriate course.

Line numbers 1400 to 1420 draw the ship.

Line numbers 1900 to 2020 are the subroutine to display the score, number of ships remaining and so on.

Line numbers 3000 to 3190 are instructions.

Care should be taken when piloting the space ship as it will drift after being moved in any direction. At the end of each successful mission, bonus points will be added to the score. It should be kept in mind that a player need not land on each landscape; he may simply thrust upwards to the top of the screen and another landscape will be drawn up. An extra ship will be awarded at each 100 points.

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5 REM: ***MOON LANDER*** BY ANDREW ALLEY
7 REM: 13 FEBRUARY, 1984
10 CLS:PRINT@108,"***MOON LANDER/***"
20 PRINT@264,"BY ANDREW ALLEY"
30 PRINT:PRINT:PRINT:INPUT"INSTRUCTIONS":A$:IFA$="Y",3000
90 CLEAR5:DIMB(254):MODE(1):SO=28671:SU=3:GOTO220
100 IFDO<>OTHENS1=S1+INT(FU/5):GOSUB1900
105 COLOR3:FORX=2TO253:SET(X/2,B(X)):NEXT
110 FORX=0TO24:SET((Q+X)/2,R):SET((Q+X)/2,R+1):NEXT
120 FORY=1(Q)TOR-1STEPsgn(R-1-B(Q)):SET(Q/2,Y):NEXT
130 FORY=B(Q+24)TOR-1STEPsgn(R-1-B(Q+24)):SET((Q+24)/2,Y):NEXT
140 A=0:B=0:DO=0:COLOR2:GOTO340
220 FORX=28672TO30719:POKE X,170:NEXT
230 FORT=30511TO30630STEP32:READU:POKE T,U:NEXT
250 FORT=0TO9:FORU=0TO4:READSC(T,U):NEXT:NEXT:COLOR2:GOSUB2000
340 Y=RND(13)+32:FORX=2TO253:Y=Y+RND(3)-2:IFY<20,Y=20
350 IFY>50,Y=50
360 B(X)=Y:SET(X/2,B(X)):NEXT
380 Q=RND(230):R=B(Q)+5:FORX=0TO24:COLOR3
390 SET((Q+X)/2,B(Q+X)):COLOR4:SET((Q+X)/2,R):SET((Q+X)/2,R+1)
395 NEXT
400 COLOR2:FORY=B(Q)TOR-1STEPsgn(R-1-B(Q)):SET(Q/2,Y):NEXT
410 FORY=B(Q+24)TOR-1STEPsgn(R-1-B(Q)):SET(Q/2,Y):NEXT
420 FORY=0TO63:RESET(0,Y):RESET(127,Y):NEXT
445 COLOR4:FORT=68TO102:SET(T,60):NEXT
500 X=28944:FU=35
520 LT=164:RT=26:BL=106:BR=169:P$=INKEY$
530 IFP$="Y"ANDFU>0,A=A-32:BL=107:BR=233:ELSEA=A+32:GOTO550
540 FU=FU-1:POKESO,10:POKESO,11:IFA<-96,A=-96
550 IFA>96,A=96
555 IFP$="G"ANDFU>0,B=B-.2:RT=31:POKESO,10:POKESO,11ELSE570
560 FU=FU-.5:IFE<-1,B=-1
    
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PROGRAMS

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70 IFP$="H"ANDFU>0,B=B+.2:LT=244:POKESO,10:POKESO,11ELSE585
580 FU=FU-.5:IFR>1,B=1
585 FORX1=XTOX+128STEP32:POKEX1,170:POKEX1+1,170:NEXT
590 X=X+A+B:FOR X1=XTOX+128STEP32
600 IFPEEK(X1)<>170ORPEEK(X1+1)<>170,1000
610 NEXT:IFX<28800,100
620 GOSUB1400:RESET(FU+68,60):GOTO520
1000 IFPEEK(X1)<>255ORPEEK(X1+1)<>255,1050
1005 TFA>64,1050
1010 DO=DO+1:IFDO<>1,1040
1012 IFPEEK(X+128)<>170ORPEEK(X+129)<>170,X=X-32:GOTO1012
1020 GOSUB1400:POKEX+1,74:POKEX-31,130:POKEX-63,138
1025 SOUND4,5:SOUND11,5:SOUND16,5:SOUND20,3:SOUND19,6
1027 POKEX-31,170:POKEX-63,170
1030 S1=S1+5:FORX1=XTOX+128STEP32:POKEX1,170:POKEX1+1,170:NEXT
1040 GOSUB1400:IFFU<=0,1100
1045 X=X-32:A=0:B=0:GOTO590
1050 IFPEEK(X1)=42ORPEEK(X1+1)=168,X=X-B:B=0:GOTO590
1100 GOSUB1400:FORT=1TO8:E(T)=X+32+INT(T/4):F(T)=RND(2)*32
1105 G(T)=(T-4)*.1:NEXT
1110 FORT1=1TO12:FORT=1TO8:POKEE(T),170:E(T)=E(T)-F(T)+G(T)
1120 POKEE(T),190:POKESO,10:POKESO,11:NEXT:NEXT
1125 FORT=1TO8:POKESO,10:POKESO,11:FORT1=1TO15:NEXT:NEXT
1220 FORT1=XTOX+128STEP32:POKEX1,170:POKEX1+1,170:NEXT
1230 FORT=1TO8:POKEE(T),170:NEXT:SU=SU-1
1250 IFSU=0,GOSUB1000:FORT=1TO2000:NEXTELSE1260
1252 PUTTP=236,"NAME/OVER":PRINT:PRINT"SCORE":S1+C2*10+S3*100
1255 SOUND12,8:PRINT:INPUT"ANOTHER GAME":A$:IFA$="Y",RUNELSEEND
1260 GOSUB1000:GOTO100
1400 POKEX,165:POKEX+1,90:POKEX+32,144:POKEX+33,6:POKEX+64,11
1410 POKEX+65,RT:POKEX+96,152:POKEX+97,38:POKEX+128,BL
1420 POKEX+129,BR:RETURN
1500 IF$1>0,S1=S1-10:S2=S2+1:GOTO1900
1510 IF$2>0,S2=S2-10:S3=S3+1:SU=SU+1:GOTO1910
1920 IF$3>0,S3=S3-10:GOTO1920
2000 T=-1:FORH=30500TO30628STEP32:I=I+1:POKEH,SC(S3,I)
2010 POKEH+1,SC(S2,I):POKEH+2,SC(S1,I)
2020 POKEH+5,SC(SU,I):NEXT:RETURN
2400 DATA2,42,10,42,42,86,102,102,102,86,154,90,154
2500 DATA154,86,86,166,86,106,86,86,166,150,166,86,102,102,86
2600 DATA166,166,86,106,86,166,86,86,106,86,102,86,86,102,166
2710 DATA166,166,86,102,86,102,86,86,102,86,166,166
3000 CLS:PRINTTAB(0)"XXXXXXXXXXXXXXXXXX"
3020 INKEY:PRINT"PILOT A SPACE MODULE ONTO THE"
3030 PRINT" SURFACE OF THE MOON.":PRINT
3040 PRINT"YOU MUST LAND ON THE LANDING PAD"
3050 PRINT"THE CRAFT WILL DRIFT WHEN YOU"
3060 PRINT" THURST IN ANY DIRECTION.":PRINT
3070 PRINT"YOU ARE AWARDED AN EXTRA MODULE"
3080 PRINT"UPON REACHING EACH 100 POINTS":PRINT
3090 PRINT" WATCH YOUR FUEL!":PRINT
3095 PRINTTAB(8)"PRESS ANY KEY";
3100 FORI=1TO10:A$=INKEY$:NEXT
3110 IFINKEY$="",3110
3115 CLS:PRINTTAB(0)"XXXXXXXXXXXXXXXXXX"

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20 ~~3130~~ "controls": ?

3130 ?" * Y * main thruster": ?

3140 ?" * G * Left aux. thruster": ?

3150 ?" * R * Right aux. thruster": ?

3155 ?" Bonus Points awarded for fuel remaining": ?

3160 ? tab(11) "Good luck"

3170 ?" + tab(9) "Press any key";

3180 For + = 1 to 10: A\$ = input\$; next

3190 If inkey\$ = "", 3180 else go

Moon Lander

by A. Miller

Care should be taken when plotting the space ship as it will drift after being moved in any direction. At the end of each successful mission, bonus points will be added to the score. It should be mind that a player need not land and